

FIG. 1

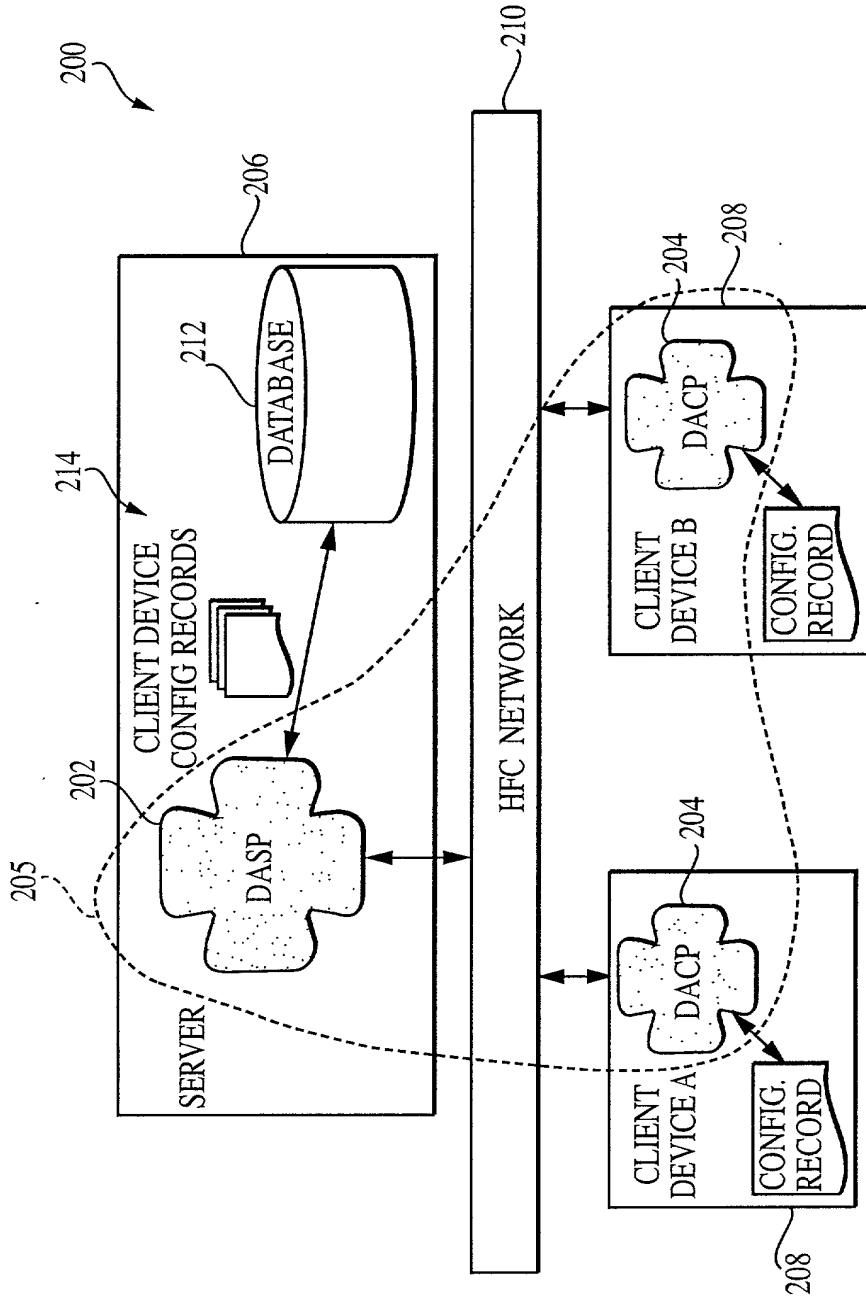


FIG. 2

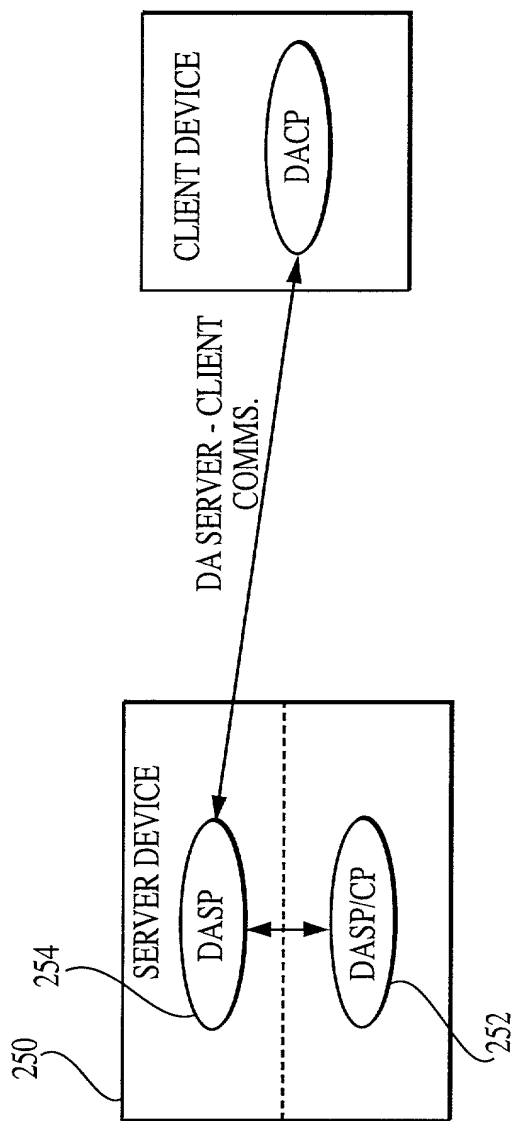


FIG. 2a

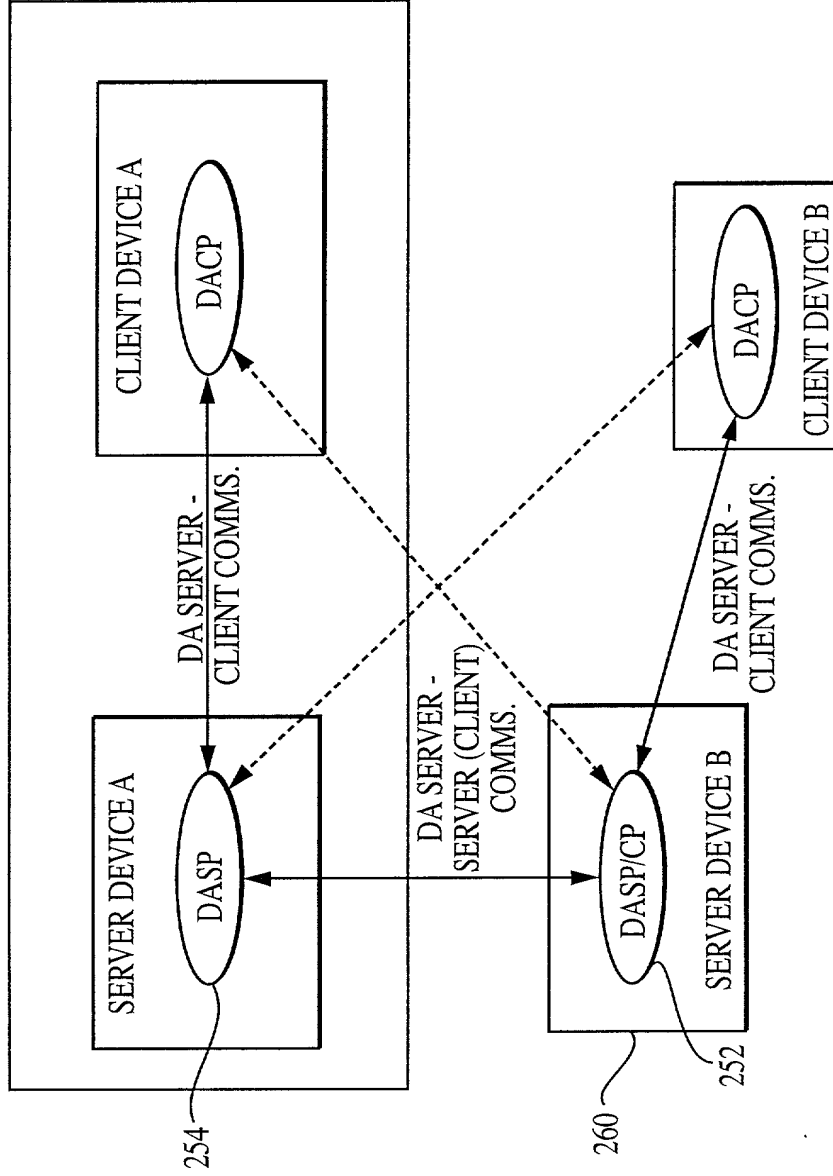
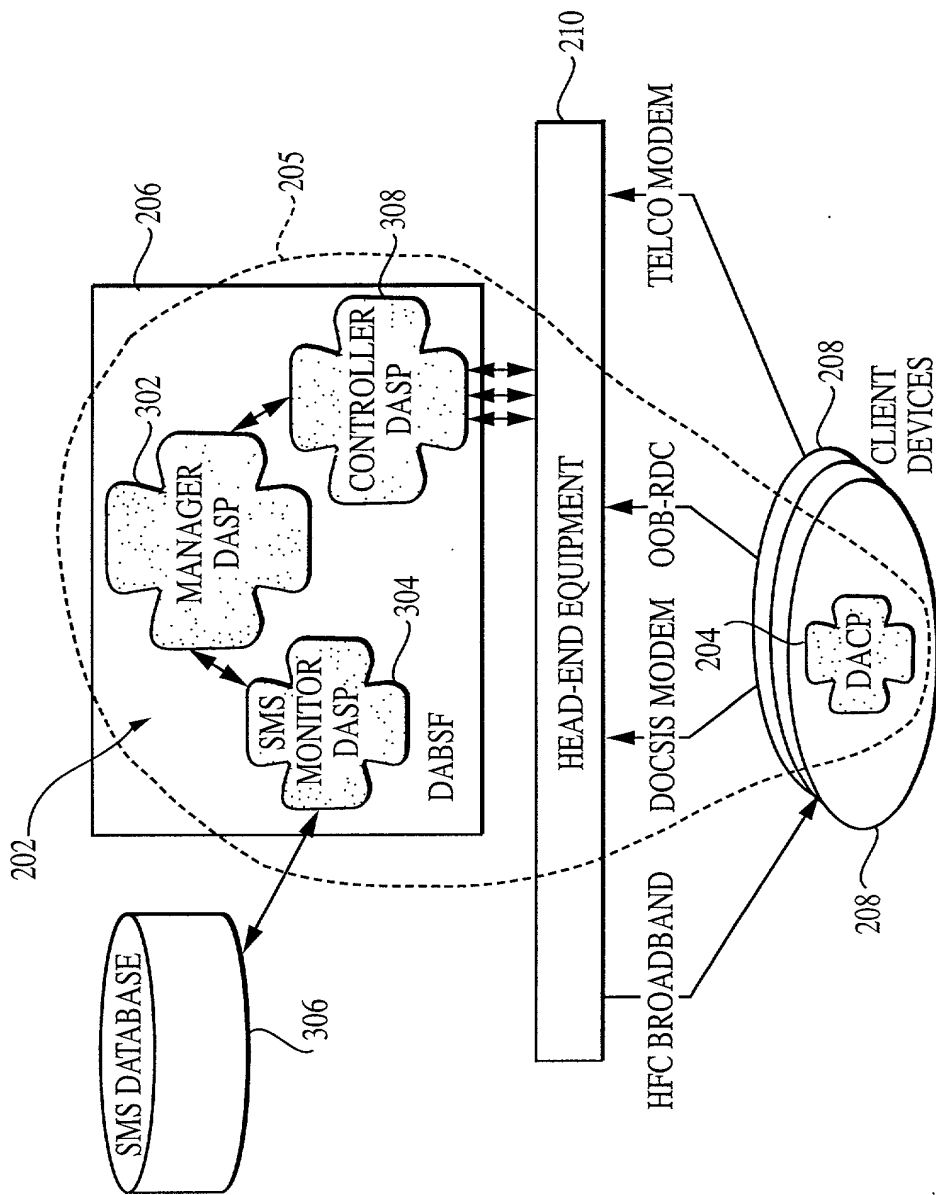


FIG. 2b



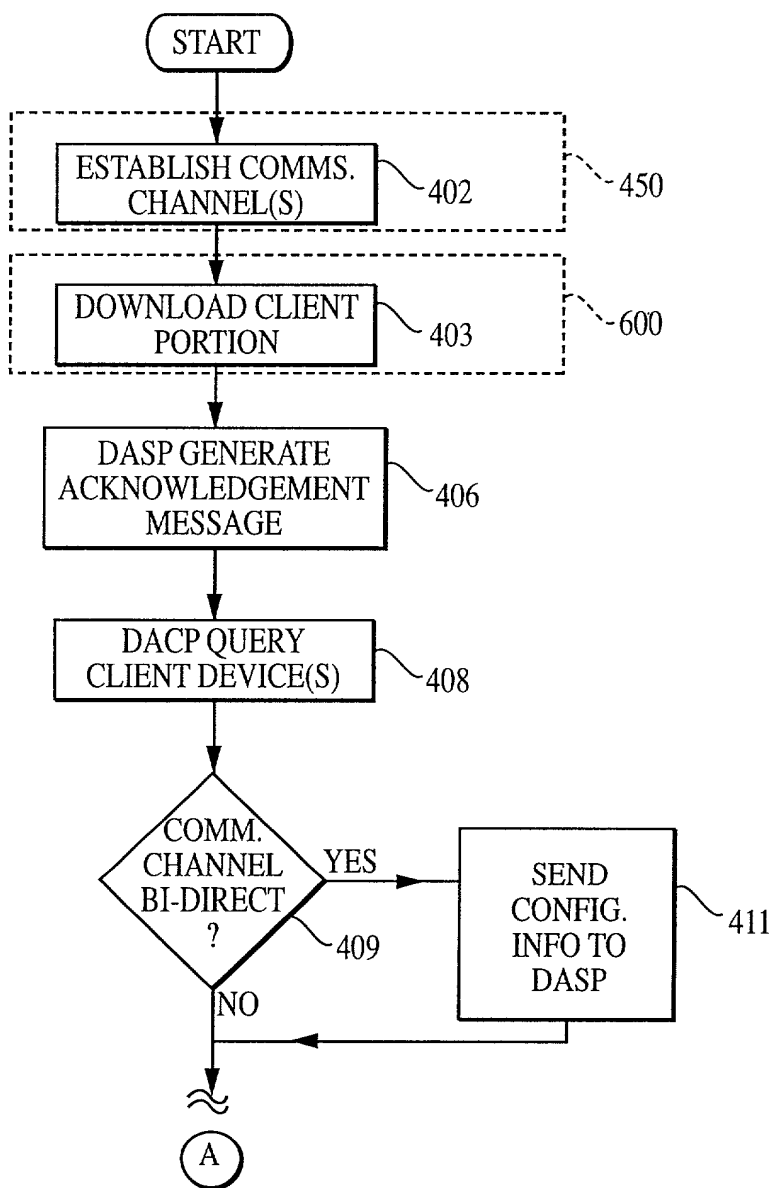


FIG. 4
PART 1 OF 2

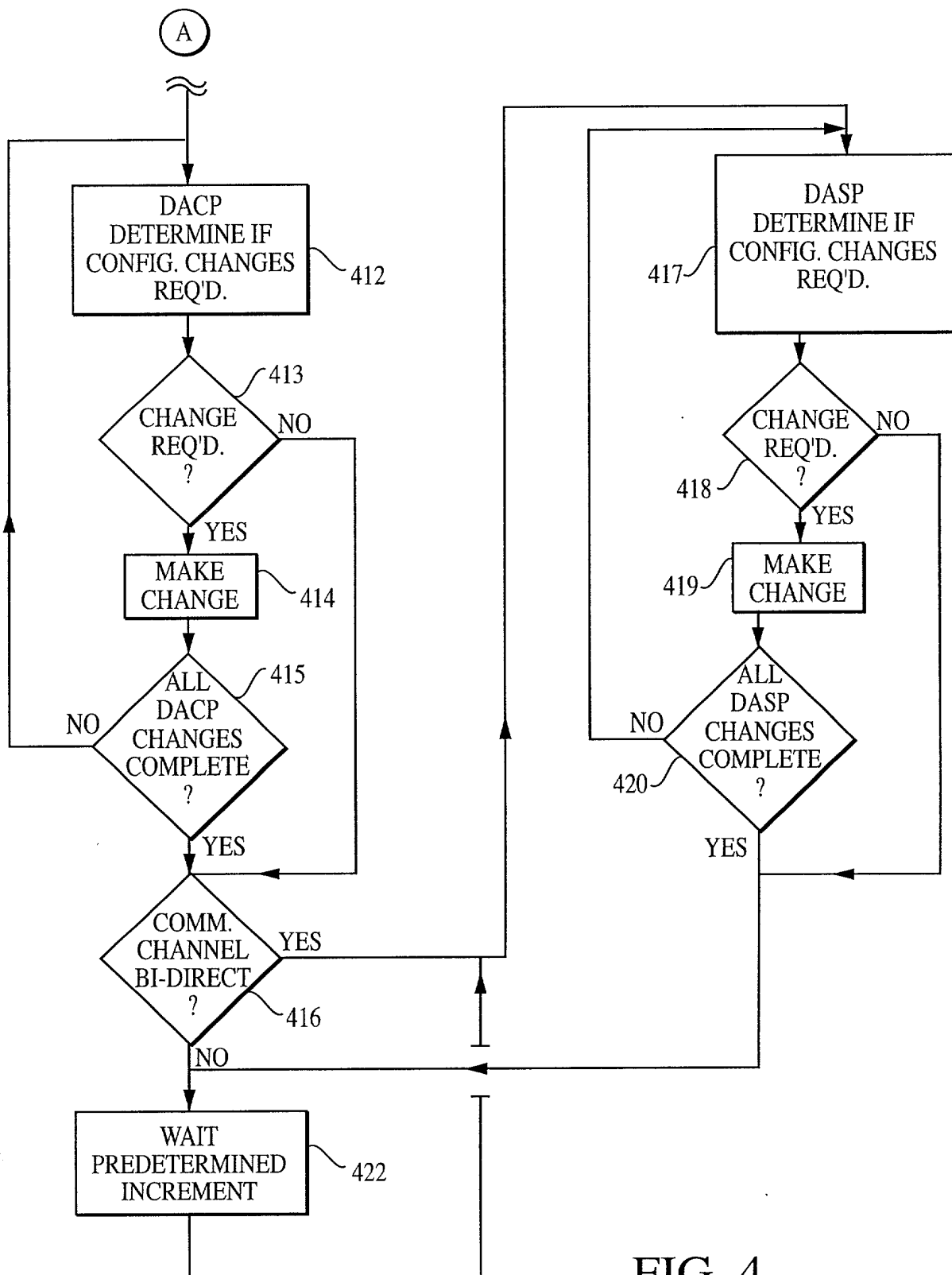


FIG. 4
PART 2 OF 2

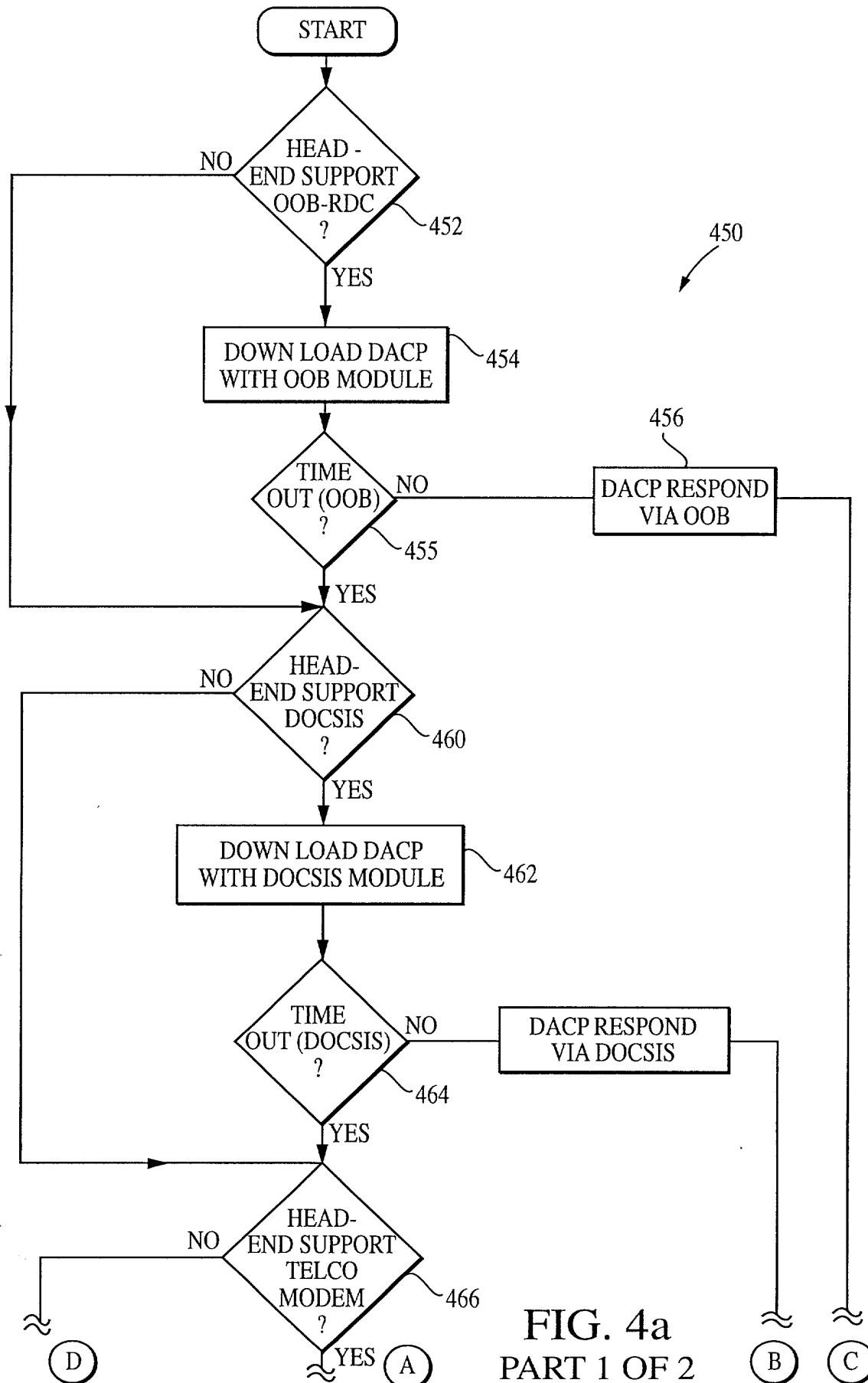


FIG. 4a
PART 1 OF 2

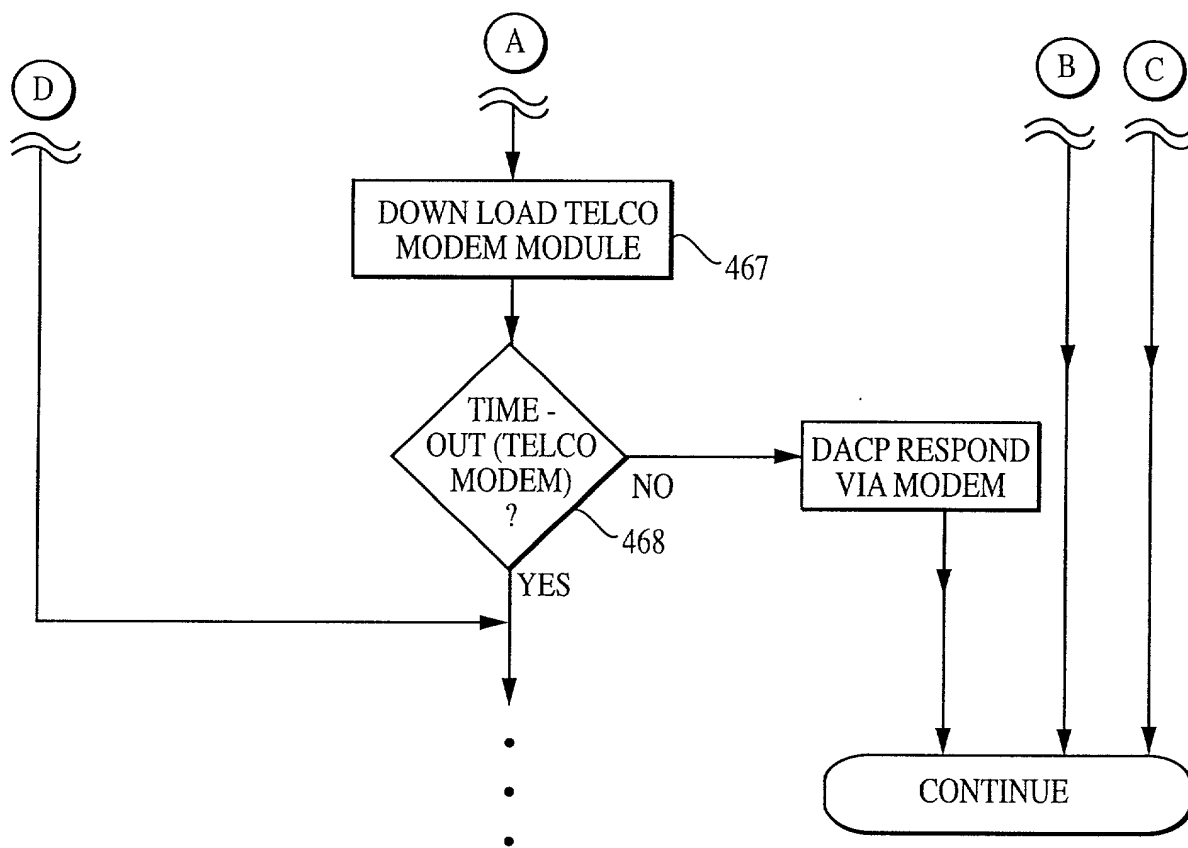


FIG. 4a
PART 2 OF 2

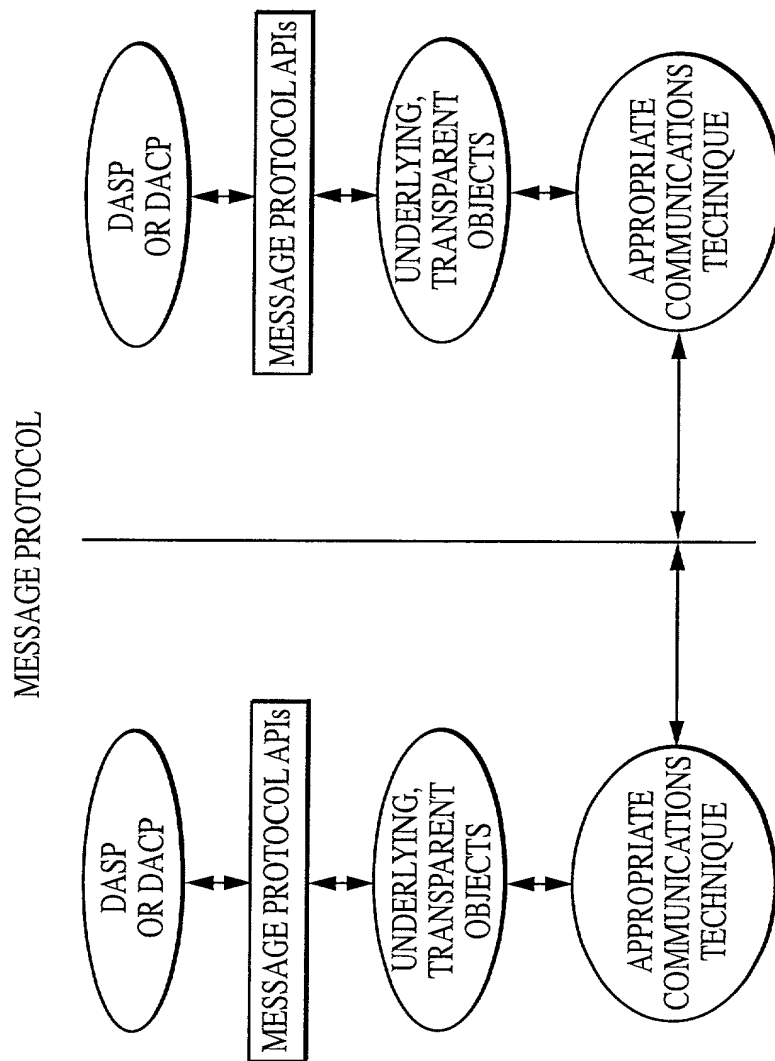


FIG. 5

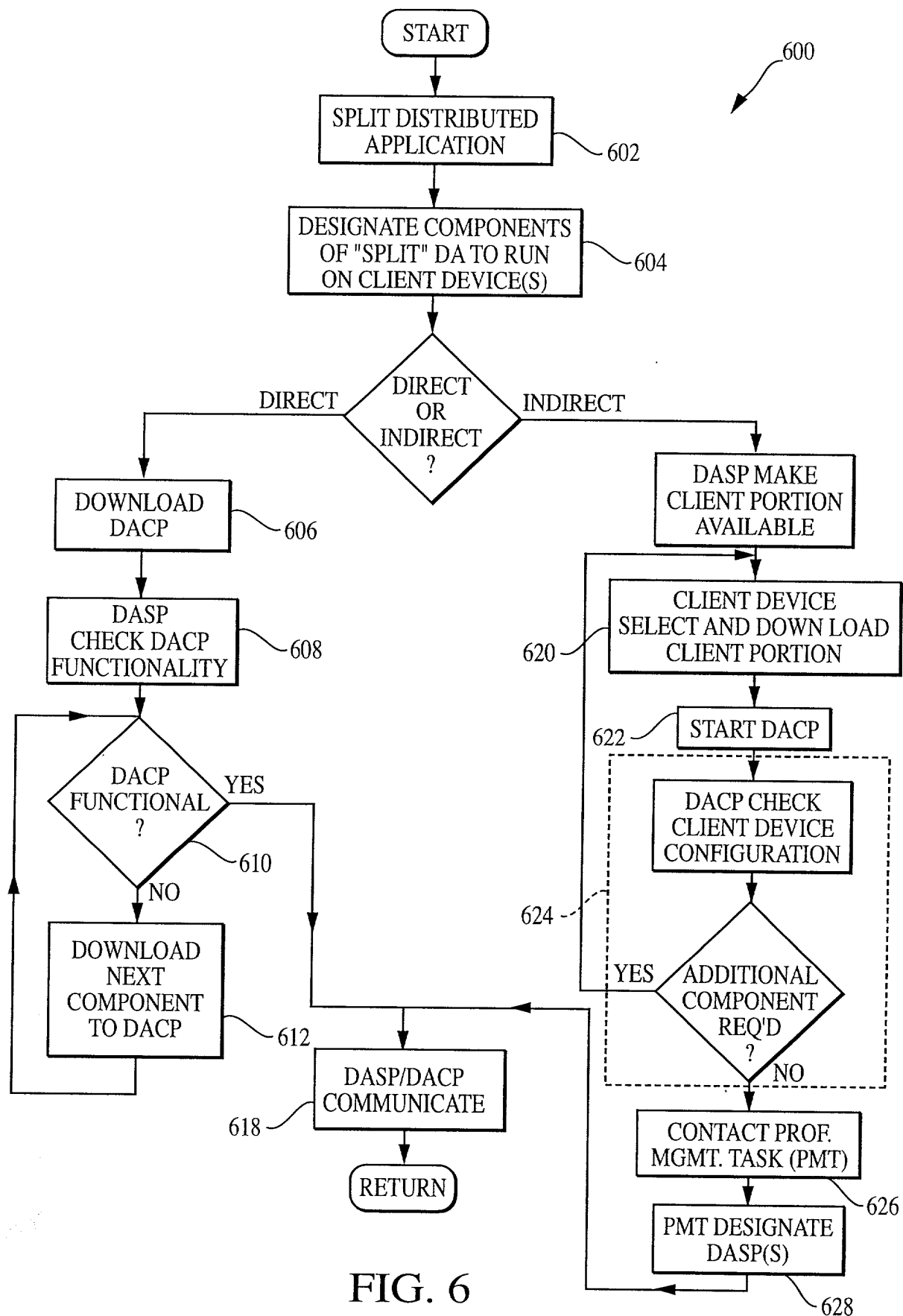


FIG. 6

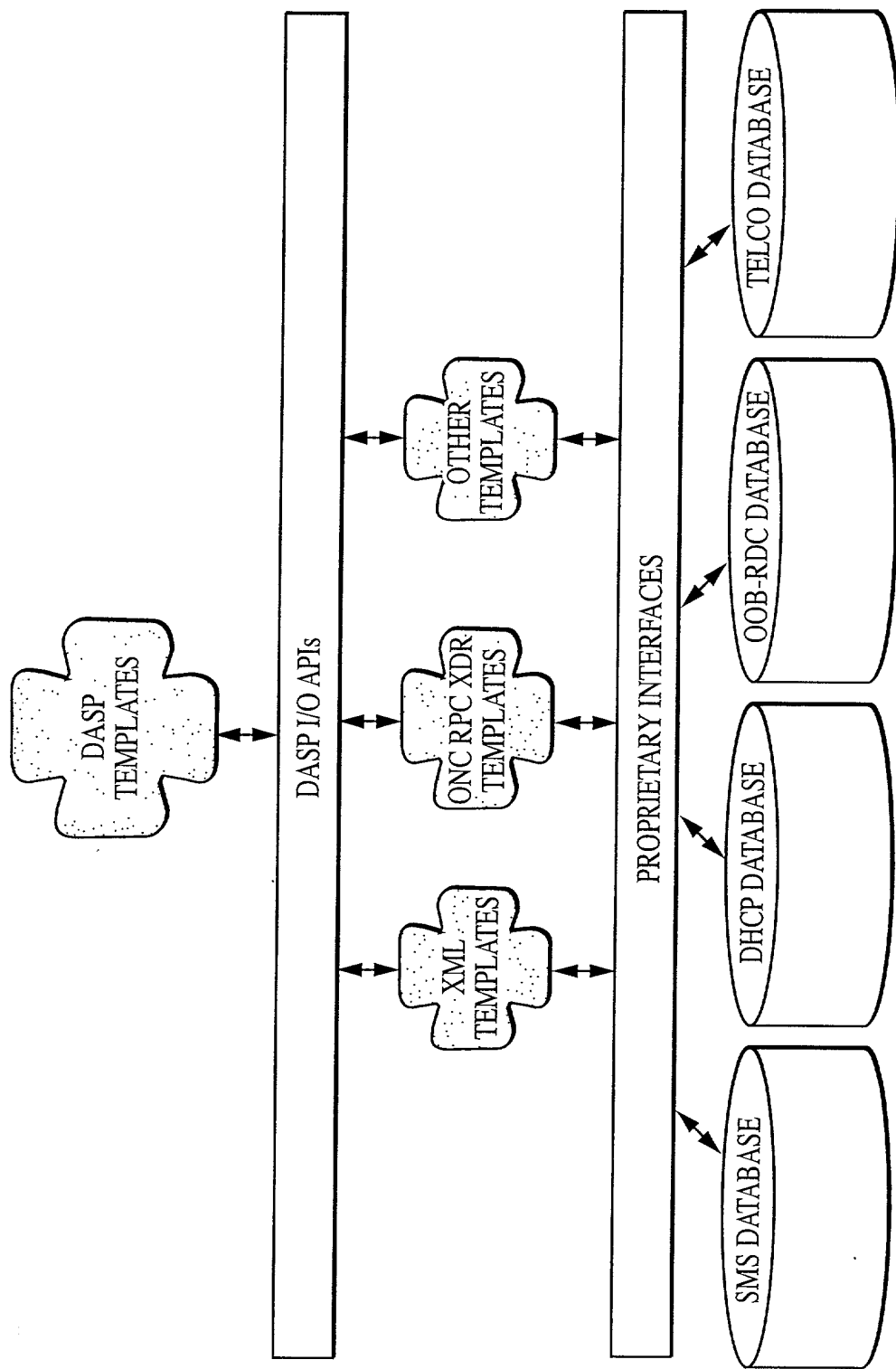


FIG. 7

```

classDiagram
    class Thread {
        +DA_Portion DA_Portion
        +ProximityDetector ProximityDetector
        +ArrayList<java.util> peerParts
        +ArrayList<java.util> clientServerParts
    }
    class ProximityDetector {
        +boolean destLocal
        +String sourceVA
    }
    class DA_Partition {
        +void destMoveNotify
        +void cmdReply
        +DA_Cmd nextCmd
    }
    class DACP_Framework {
        +void run
    }
    class DASP_Framework {
        +void run
    }
    class Runnable_IPCPart {
        +Vector AppCmds
        +DA_IPCPart DA_IPCPart
        +void ackMsg
        +void nakMsg
        +void destMoveNotify
        +DA_Cmd recvMsg
        +void sendMsg
        +void run
    }
    class DA_Session {
        +HashMap inboundCmds
        +HashMap outboundCmds
        +DA_Session DA_Session
    }
    class DA_Cmd {
        +DA_Msg msg
        +boolean answerExpected
        +DA_Cmd DA_Cmd
        +DA_Cmd DA_Cmd
        +int state
        +boolean ansExpected
    }
    class Runnable_NetPart {
        +HashMap appSessions
        +LinkedList readyCmds
        +InetAddress destAddr
        +int recvPort
        +int sendPort
        +Thread daPortion
        +int nxtSessionIdNum
        +DA_NetPart DA_NetPart
        +DA_NetPart DA_NetPart
        +void ackMsg
        +void nakMsg
        +void destMoveNotify
        +DA_Cmd recvMsg
        +void sendMsg
        +void sendCmdMsg
        +String sourceVa
    }
    class DA_Msg {
        +byte HDR_SIZE
        +byte BIG_BUF_HDR_SIZE
        +int dataLen
        +byte[] buffer
        +int bufIdx
        +int curBufNum
        +DA_Msg DA_Msg
        +DA_Msg DA_Msg
        +void addData
        +byte cmdType
    }
    class MooseFault {
        +short INVALID_SESSION_ID
        +void log
    }
    class MooseCmdTypes {
        +int KILL_CMD_CMD
        +int OPEN_SESSION_CMD
    }
    class AppCmdStates {
        +int INIT_S
        +int CLIENT_ACK_WAIT
        +int CLIENT_DATA_WAIT
        +int DONE_S
        +int SERVER_RECVD_MSG
    }
    Thread "1" o-- "1" ProximityDetector
    Thread "1" o-- "0..*" DA_Partition : Client/Server Partition
    Thread "1" o-- "0..*" DA_Partition : Peer Partitions
    DACP_Framework --> Thread
    DASP_Framework --> Thread
    Runnable_IPCPart o-- "0..*" DA_Session
    DA_Session o-- "0..*" DA_Cmd
    DA_Session o-- "0..*" Runnable_NetPart
    Runnable_NetPart o-- "0..*" DA_Cmd
    DA_Msg o-- "1" DA_Cmd : Msg
    DA_Cmd o-- "0..*" DA_Partition
    DA_Partition o-- "0..*" DA_Cmd
    DA_Partition o-- "0..*" Runnable_IPCPart
    DA_Partition o-- "0..*" Runnable_NetPart
    
```

FIG. 8

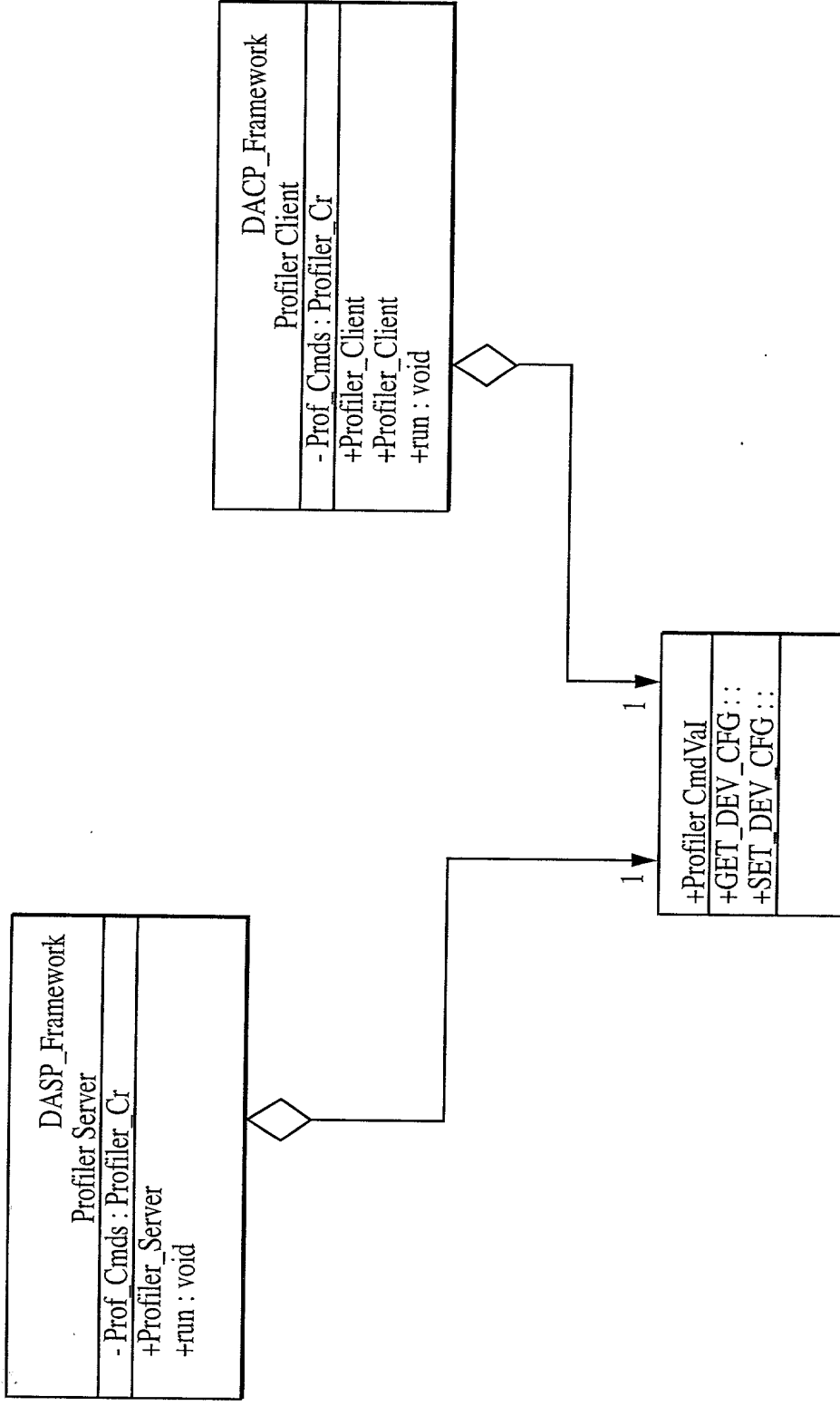


FIG. 9